VALIANT
OCT. NO. 17
25¢ CAN 30¢
PRINTED IN THE USA
VALIANT VOICE
EARTH'S NEXT CHAMPION FOUND: THE NEW GEOMANCER
STRIKE GOLD WITH THE VALIANT VOICE SURVEY
TOWER WALKER ROSTER INSIDE!

VALIANT VOICE™

VOLUME NUMBER ONE
ISSUE NUMBER SEVENTEEN

After Chaos:
THE EARTH CHOOSES A NEW GEOMANCER

This July, Valiant will launch its sixteenth ongoing monthly series, *Geomancer*. Written by Maurice Fontenot and drawn by Rags Morales (*Turok, Dinosaur Hunter*), Morales also pens the lead story in *Geomancer* which sees the Earth as a living host of Geomancers whose job it is to protect the Earth. The concept of a Geomancer protecting the Earth has been a focus of adventures in the Valiant Universe since *Unity*, especially in *Eternal Warrior* and *Secret Weapons*. *Geomancer* #1 will have a wraparound chromium cover.

"I'm very excited about this new character," said Valiant Editor-in-Chief Bob Layton. "This is a concept that's been bouncing around in my head and between the editors and myself over the past several months. We knew when we were planning *The Chaos Effect* that Geoff would no longer be Earth's Geomancer. I also knew I wanted a Geomancer character unlike the many that have been presented before. What we finally came up with is a clever twist on the whole idea that I think readers will love."

Following the events in *The Chaos Effect*, the Eternal Warrior sets out to find Earth's new Geomancer using *The Book of Geomancers*. These events will take place in *Eternal Warrior* #27, which ships in July. Valiant readers already know that the Earth only has one Geomancer at any given time. A Geomancer has the power to knock down almost any person or object on the Earth, can reach any lock or restraint, can read any object—discovering its past, can find his or her way out of nearly any trap, and has the ability to sense future events.

"Geomancers are challenging to write," says *Geomancer* scribe Maurice Fontenot. "Unlike most comic book characters, none of a Geomancer's innate abilities are really combat related. Throughout the Valiant titles to date, Geomancers have depended on the Eternal Warrior for firepower. That won't be the case with the new Geomancer. Along with his Geomantic powers, he'll have, let's say, a 'combative' attitude.

"The other new challenge for me," continued Fontenot, "is writing a single character. Focusing on a single individual, his feelings and his adventures, is new for me. I'm enjoying the change of pace."

Penciling *Geomancer* will be super-hot artist Rags Morales, best known for his dynamic work on *Turok, Dinosaur Hunter*. ●

THE ODYSSEY BEGINS IN TIMEWALKER

Timewalker, starring the time traveling, smooth talking, ladies man, Jesse, debuts in August from Valiant. This is Valiant's seventeenth monthly title of the eighteen planned. The central character, known as both Timewalker and Jesse, is the brother of both the Eternal Warrior and Armstrong (of *Archer & Armstrong*). Introduced less than a year ago, *Timewalker* has already picked up a vocal following among Valiant fans. When the debut of *Timewalker* was pushed back from February to August, the Valiant offices were besieged with calls and letters demanding that Timewalker get his own book...now! Fans get their wish fulfilled when *Timewalker* #1 is released but on the heels of Timewalker's disastrous mishap in *The Chaos Effect*, an incident from which he has barely recovered.

Timewalker is an adventurer, embarked on perhaps the greatest journey of all, one through time. Jesse has "obtained" a means by which he draws inconsistencies or "folds" in the timestream to himself, the way a rod of iron draws lightning. Without the ability to completely control his final destination, Timewalker often ends up in places and times that would be healthy to avoid. His time traveling will also allow him to interact with both Valiant's "present" and "future" books, as well as the opportunity to explore the past of his two immortal brothers, as well as their enemies.

The creative team on *Timewalker* is writer Nick Hall, penciller Dan Perlin, inker Gonzalo Mayo, and colorist Dave Chlystek, under the direction of editor Tony Bedard. "I'm excited about this new book," said Hall. "I really enjoy working with Dan and Gonzalo, and I think this book is going to be a lot of fun. I've been playing with the character concept for over six months and I'm really enjoying it. This is the first time that I've had so much control over a character's initial development. I'm closely associated with *Shadowman*, and although it may be 'my book', I had to deal with a premise that had been set up through issue #5. Now I'm starting with a new character that's all mine, although there are complications because Timewalker is so important to Valiant's overall continuity. This is not a book about jumping back in time to save President Lincoln or trying to keep the Titanic from sinking. It's about this strange catalyst, Ivar, and how he comes to slowly realize his role in the Valiant Universe."

Penciller Dan Perlin is best known for drawing *Solar, Man of the Atom* and later, *Bloodshot*, for Valiant. Before joining Valiant, Perlin had worked for many years at Marvel, his most notable work there was a long run on *Defenders*. Another comic book veteran, inker Gonzalo Mayo, has worked on several Valiant books, but is perhaps best known for his work on *Magnus Robot Fighter*.

Timewalker #1 ships in August. The book features a wraparound cover and a $2.25 cover price. ●

MARKETORIAL

A Word on Bureaucracy

After seven months on the job as Valiant's Vice President of Marketing, I think I'm uniquely qualified to comment on what makes Valiant special to both our readers and to everyone who works here. In my last job, I had the opportunity to see every major comic publisher at work. Without hesitation, I can tell you Valiant is unique. The reason is we make comic books differently than any other comic book company.

Most comic book companies are dominated by administrators, sales people, licensing gurus, head honchos, headhunters, advertising salespeople, advertising buyers, number crunchers, accountants, bookkeepers, check writers, order takers, order checkers, order processors, order placers, buyers, and lots and lots of lawyers. In a single word, bureaucrats. These buteaucrats spend a lot of their time trying to influence what comics are made and what goes between the covers. Like most bureaucrats, they try to influence editorial decisions in order to make their corner of the bureaucracy function just a bit more to their liking, and to add to their own prestige. And guess what—bureaucrats don't know nuthin' about making comic books good to read!

Valiant is getting dusted by the competition in the bureaucratic category. We only have twelve bureaucrats. And guess what—*every single one* of us reads every single comic book Valiant puts out! When one of us says something about our books to the editors, it's usually from the point of view of a dedicated fan—not an evil bureaucrat.

So, why is this a big deal? Well, for one thing, Jorge Gonzales got pretty bruised the day we read that he'll killed the X-O armor. The nerve of that guy!! It's also important because in every single decision that gets made in running Valiant, we never lose the perspective of you, our reader. When we create our comics, it's because we have a story to tell. Too many comic companies bureaucrats are thinking up marketing plans, then creating comics to fit the scheme, at the expense of your reading pleasure.

So, on behalf of Valiant's bureaucratic dirty dozen, I want to let our art and editorial teammates know that they need to keep creating the best comics they can. We'll manufacture and sell them the best we can. And, like all you *Valiant Voice* readers out there, we'll enjoy reading and collecting them, too!

Marty Sayer
VP Marketing

VALIANT.

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DON PERLIN
MASTER OF TIME

By Matt Forbeck

One of the old guard of the comic book illustrators has recently been getting a lot more attention than he ever did before, and his name is Don Perlin. Don started his career as a comic book artist over forty years ago, and since then, he's worked as a freelancer for DC, Charlton, Harvey, Marvel and even Timely (pre-Marvel Marvels), amongst others. Nowadays, he's firmly full-time with Valiant, and things are better than ever. At Valiant, he currently edits **Shadowman**, **Bloodshot** *and* **Armorines**, *as well as performing the duties to which he owes his recent surge in popularity: pencilling his favorite books—* **Bloodshot** *(he'll be ending his triumphant run with issue #17) and the upcoming* **Timewalker**.

On top of all this, he's also Valiant's Creative Director, Submissions Editor and Vice President of Special Projects. One afternoon, Perlin graciously took some time out of his bulging schedule to talk about himself and his work, including the much-anticipated **Timewalker**.

How did you get your start in comic books?

PERLIN: Well, I was going to the Cartoonists' and Illustrators' School, and this was right after the end of World War II. There were a lot of G.I.s coming out of the army, and they were going there on the G.I. Bill of Rights. I hadn't been in the army because the war ended when I was fifteen. This was in the late '40s or about the beginning of the '50s, and there was a comic book company called Fox Features Syndicate. It was a cheap outfit that was letting the ex-G.I.s have work for a minimum amount of money and late payment, but the vets were ready to do it because it was better than just doing samples. So I happened to get in on some of that. The company eventually declared bankruptcy, and I wound up losing a lot of money, but I got my start over there.

And from there you moved on to where?

PERLIN: I did some work for—it wasn't called Marvel, it was called Timely. I did a lot of work for Harvey. I even did some work on *The Spirit* for Will Eisner.

And then you went on to other things.

PERLIN: Yeah, the United States Army. [laughter] I spent a few more months *drawing*, and then I got drafted. I was stationed most of my time at Fort Devens, Massachusetts. I was a draftsman in the signal corps.

After I came out, I worked for Stan Lee for a while at Timely, and then they went out of business as Timely. I didn't hear from Stan Lee for about twelve years. Five years I spent as a technical illustrator, and seven years as a package designer for toys. At the same time, I did work for Charlton in the evenings and weekends. Then I squeaked to DC, with the help of Neal Adams, and from there to Marvel, and I also did a couple of things for *National Lampoon*.

So how did you get started with Valiant?

PERLIN: Well, I worked with Jim Shooter when he was with Marvel as Editor-in-Chief. I worked there for fourteen years or so as a freelancer, and then I was hired on staff in '87. That's when Shooter was fired, and I stayed on for another three years until he and Steve Massarsky formed this company. I was asked to come here, and I gave it a shot.

So, who are your favorite characters that you've worked with?

PERLIN: My favorite? I'd have to say Bloodshot because he's the kind of character I can understand. He's got his so-called superpowers, but actually he's like most guys in some of the aspects of using his powers and trying to figure them out. He's a lost guy, actually.

He's hard to kill; he can heal himself and do things we'd all like to be capable of, but he's a guy with a past that he doesn't know about and he doesn't understand. And he draws sympathy and makes you feel sorry for him. As big and as strong as he might be, you still feel this guy is by himself. And when he's with somebody, you never really know whether they're friends or he's just talking to some guy that he might have met at a bar. We always show him alone. His only friends are Malcolm and the Eternal Warrior, and he doesn't associate with them often.

What about *Timewalker*? What is the project, and what's your involvement in it?

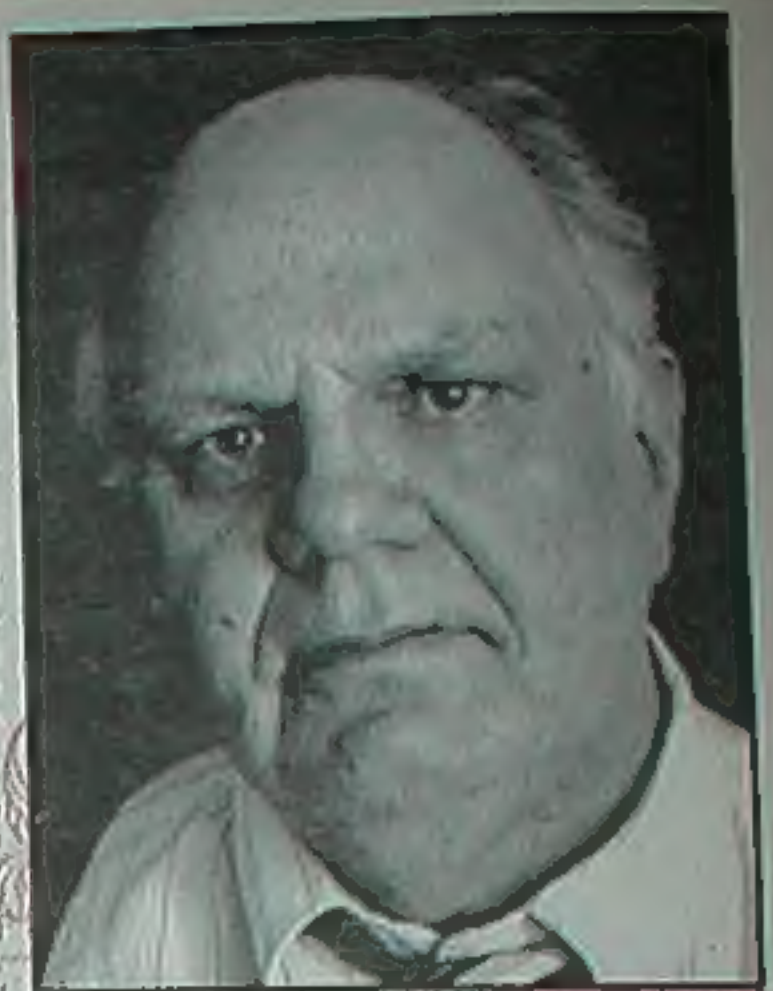
PERLIN: I'm the penciller, and it's a new book. The first issue is due out in August. You see, the Valiant Universe has three immortal brothers [who include Gilad Abraxas, a.k.a. *the Eternal Warrior*, and Aram the Other, comedy called Armstrong of *Archer and Armstrong*]. This guy Ivar is the third. Some pretty nasty beings did a little tinkering with Ivar, and now every so often he gets snatched by these time arcs and shot back and forth through history. Not everyone can go through these arcs. Ordinary humans would die. The ones who can go through are the "superfluid" people, like some Harbingers, Ivar's brothers, and maybe X-O in his suit.

I understand Ivar plays an important role in Valiant's summer event, *The Chaos Effect*.

PERLIN: You could say that! The whole thing starts off where Ivar comes into the present through a freak time arc. He's all balled up, barely conscious. He's come from a time somewhere in the future where there's this big necromantic war going on, and all the dirque energy from the deaths of millions comes pouring through Ivar's portal. It sort of gets stuck open. The energy makes our world go nuts! There's also a pretty good chunk of continuity for most of the storyline, but there's a five-part epilogue we did for *The Chaos Effect: Omega* that's basically our [Matt Forbeck and Mayo's] first adventure with Ivar.

Will Ivar have his wits about him when *Timewalker* #1 comes out in August?

PERLIN: By the first issue, Ivar will be fine. He won't remember all that much about *The Chaos Effect*, and time travel seems to accelerate his healing even more. Issue #1 starts off with him popping through a time arc and landing in Ireland when the Romans were there. He has a partial adventure in Ireland, but right in the middle of it, he's snapped up by a time arc. He has no control over where he's going, so he winds up in 1939 in Nazi Germany. He has an adventure there which includes his brother, the Eternal Warrior, and just about at the end of this adventure, he's snapped up again. This time, he's dropped down in 1870-something in England, at the end of this issue, just in time for the Charge of the Light Brigade.



Wow! So you've got a lot headed his way.

PERLIN: Oh, there's a lot, and we try to keep all the costumes and everything authentic through historical research.

Are you aiming to make it educational, or is that just going to be a by-product of the fun?

PERLIN: Well, I don't know about that. We're not preaching, and in some instances we [illegible] history.

The Charge of the Light Brigade—I might not say that the whole thing was fair, but there's a lot of fighting and all that, but it's basically a fun book. Ivar's a happy-go-lucky kind of character. He fools around and tries to play cards, and you've got to shove him pretty hard before he starts fighting.

So far the artwork that we've done on it is pretty good. It's nice to know that people notice what you do. I didn't get much of that before, but it hasn't made my head swell. I've lived too much and too long to let that change me. It's nice meeting the people when I go to the signings and shows. Actually, those people out there are what make us what we are.

VOICE MAIL

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A NEW HOPE FOR TUROK

...Thanks for the painted cover to *Turok Yearbook* #1, rendered beautifully by Eric Hope, and clearly a "tribute" to *Turok, Son of Stone* from the 1950s. Excellent choice.

Hope recaptured much of the original rich detail, from the foreground placement of the dinosaur's threatening claw, right down to the fringe on Turok's buckskin britches and the color pattern on his feather. Nicely done. Hope we see more tribute covers in the future.

Oh, well, since I'm complimenting the modern creation despite myself, I confess that I also appreciate how well Tim Truman has handled Turok's Native American cultural features, with much more accuracy and depth, than has ever been done for this character before. In fact, those issues which had Tim Truman stories and Rags Morales handling the art were, in my opinion, head and shoulders above not just other *Turok* comics, but most other comics on the market, period.

One final note. Someday there will be a movie or movies based on a Valiant comics character. The success of *Dances With Wolves* and *Jurassic Park* suggests to me that the character with the most promising big-screen prospects in the Valiant family is *Turok*. Indians and dinosaurs...who could resist?

Phil Smith
Richmond, VA

Who, indeed, Phil! Stick around and keep enjoying ***Turok****. Now that Valiant has joined up with Acclaim, the possibilities of seeing our characters in other media has gotten that much closer to reality.*

VALIANT INTERNACIONAL

...I've noticed for years that many nationalities are represented in your comics. Rai is Japanese, Turok is a Native American, and Shadowman is West Indian. Each has their own book. I love that! But one thing bothers me...I'm Puerto Rican! And my last name is Sosa. The first time I saw a Latino in a Valiant comic he was evil and he had my last name. I would like to see Hispanic heroes in Valiant. Maybe let him/her have his/her own book!

I must give it up to Darren Sanchez, Jorge Gonzalez, and Jennifer Maldonado, three Hispanics who made it good in the comics industry. And congratulations to Valiant in general. Pretty soon y'all will be the big "V" and the so called big "M" will just be a letter in the alphabet.

Walesca Sosa-Campbell
United States Naval Sub-base
Groton, CT

You missed a few Latinos on the Valiant staff, Walesca: Tony Bedard, our Executive Editor, is Puerto Rican. Rafael Soler works on our production staff. Joe Albelo and Santiago Vasquez are both Knob Row letterers. George Saruda is our designer (and ***Magnus*** *penciller). Gonzalo Mayo, Rodney Ramos and Kenny Lopez are all Valiant comics regulars, and your humble Voice editor Jeffrey Gomez is the most recent addition to the Valiant team. You can look for more positive Latino characters in our books in the near future. But, in the meantime, check out the pages of* ***The Second Life of Dr. Mirage****. Brazilian fireball Carmen Ruiz is a beautiful Latina, and a brilliant adventurer who can match wits against any villain.*

FROM WHENCE COME THE SPIDER ALIENS?

I've been a Valiant reader since after *Unity*. I also own all of the Valiant trade paperbacks, and just got *Solar* #0. I wonder if you could help me answer some questions:

1. Did the Spider Aliens first appear in ***Solar*** *#5 or* ***X-O Manowar*** *#1?*

2. Is there ever going to be an explanation for where the Spider Aliens came from, and what their goals really are?

3. Are you ever going to use the Wolf Class armor again? It appeared in ***X-O*** *#2.*

4. Is Ax's armor alive? Is it more powerful than the Commando Class Armor?

5. Is ***Archer & Armstrong*** really being canceled shortly after the second annual Bestbuddy Love team-up?

Robert Brown
Portland, OR

You ask the questions, we'll give you the answers.

1. Actually, Robert, the first Valiant appearance of the Spider Alien menace was in ***Magnus Robot Fighter*** *#3, when the evil arachnids launched a three-issue invasion of Earth in the year 4002. Their second appearance was in* ***Solar, Man of the Atom*** *#3, with Aric the Barbarian escaping a Spider Alien starship during Solar's assault in* ***X-O Manowar*** *#1. The first issue of* ***Timewalker****, out this August, will reveal that Spider Aliens have chronologically been marauding through the Valiant Universe a looong time.*

2. Even after all this time, the Spider Aliens harbor dark secrets, many of which will be revealed soon! The answers are going to spell big trouble for the Valiant heroes.

3. You can be reasonably sure the Wolf Class X-O armor will turn up sometime.

4. While Ax's armor itself is not alive, it is quite formidable. Ax vs. Commando class? What do you people think?

5. It is true, ***Archer & Armstrong*** *will end with issue #26. Check out* ***The Chaos Effect—Omega*** *for the reason why!*

PLATOON LEADER SALUTES ARMORINES

...Being an infantry officer in the U.S. Army, as well as a prior service noncommissioned officer, everything you touched on in the first issue of ***Armorines*** was true to life with regards to the military lifestyle. Their playful competition ("ragging" on a soldier if it seems like he is winded from physical activity when you are actually trying to encourage him to succeed); general concern for your comrades-in-arms; the old-time ties with former soldiers due to the training and experiences you shared. And, the most scary part, being briefed on equipment, told how this can explode or that can malfunction, "but don't worry, except for those things, this equipment will work fine."

Then there is that fine line between officers and noncommissioned officers that Jorge Gonzalez brings out in the story. I have not seen too many books bring this out effectively. Even though Lewis stands up when the general walks in on him, and shows the proper respect, he also tells it like it is. That is what has made this country's military forces so impressive. Every last member's opinion counts when it comes to accomplishing the mission. Keep up the great work, and I look forward to the next issue of ***Armorines***.

Nicholas M. Bryla
Second Lieutenant, Infantry
Platoon Leader

Thank you, Lieutenant, sir! A compliment from the likes of you is kudos deeply appreciated. There are a number of former servicemen on the Valiant staff, and we strive for accuracy in portraying the military lifestyle. Write back and keep us on our toes.

NEWS FLASH

Real Hero Visits Valiant

It's not often that a real hero walks into the Valiant offices, but that's what happened when Michael Axis of Spring Valley, Connecticut visited on June 7th. Michael recently saved his mother and sister from a fire that destroyed their home. Unfortunately, 11-year old Michael didn't have time to save his extensive Valiant collection. Well, when Michael visited the Valiant offices, that little problem was corrected when his collection was restored by the Valiant staff.

Michael received nearly every "rare" Valiant book, including every gold book printed to date. Michael also received a complete list of trade paperbacks, the new *Solar, Man of the Atom* hardcover, many sheets of cards, Valiant cards from Upper Deck, a *Pai-Lords* #1 chromium flat, an *X-O* #0 framed chromium flat, and every comic Valiant has published in the last year. Michael also got to meet with Valiant Publisher Steve Massarsky, Editor-in-Chief Bob Layton, Creative Director Don Perlin, and Editors Jorge Gonzalez and Maurice Fontenot. Perhaps the highlight of the trip for Michael was learning some secrets from Jorge about what's coming up for *X-O Manowar*. Remember Michael, it's a *secret*!! For everyone on the Valiant staff, it was inspiring to meet a real hero!

What Happened to Starwatchers???

Just about every Valiant reader knows that *Pai-Lords* was originally going to be called *Starwatchers*. According to Valiant's Senior Vice President Jon Hartz, "When Bob Layton and Tony Bedard first came up with the name *Starwatchers*, we conducted an extensive trademark search to check the availability of the name. This is standard operating procedure for all titles and characters we create at Valiant. When our counsel came back to us stating there were no pending applications or registered United States trademarks, we filed our application and proceeded to promote and advertise the title. After our initial solicitation information hit the streets in fan publications and distributor catalogs, we were contacted informally by Jean-Marc Lofficier, the official representative for Moebius (Jean Giraud), and his published works here in America. Lofficier politely pointed out that Mr. Giraud had a character named the Starwatcher who appeared in a 1986 graphic album and a series of very limited edition serigraph prints. We were as concerned as Mr. Lofficier over possible conflicts that could exist.

"When Bob Layton and Tony Bedard were informed of the problems," continues Hartz, "they once again put their heads together and came up with a brilliant solution that will tie directly into the storyline. Their official name of *Starwatchers* #1 and #2 will now be ***Pai-Lords, Reign of the Starwatchers***. Starting with issue #3, the subtext '*Reign of the Starwatchers*' will be dropped and not referred to on the cover from that point on."

TIMEWALKER
by
BOB HALL
DON PERLIN
GONZALO MAYO
VALIANT

ATTENTION ALL VALIANT FANS!

We appreciate all the support our fans have given us over the three years we've been publishing comics. Now we're asking for more direct participation from you in helping us determine what VALIANT fans like and dislike. Please fill out this quick little survey form and mail it (or fax it) to our offices in care of: *VALIANT VOICE SURVEY; VOYAGER COMMUNICATIONS INC.; 375 SEVENTH AVE. - 14TH FLOOR; NY, NY 10001; FAX #: 212-366-4946.* Be sure to include a return address.

If you'd rather mail us a photocopy of this form, that's okay too! Our sincerest thanks ahead of time for your help with this survey. By the way, 10 (ten) readers who fill out the survey will be chosen to receive a ***Chaos Effect-Omega*** Gold Book!

1) Age _____

2) Highest level of education completed (Circle One)
Junior High School High School 1 Yr. College 2 Yrs. College
3 Yrs. College 4 Yrs. College Graduate School

3) Sex (Circle One) M / F

4) How many years have you been reading/collecting comics? _____

5) How many comics total do you buy each month? _____

6) From which companies listed below do you regularly buy at least two titles per month?
(Check which companies)
____Marvel ____DC ____Valiant ____Other
____Image ____Malibu ____Dark Horse

7) How soon after you purchase a VALIANT comic do you read it? (Pick one)
____Immediately ____The Same Day ____The Same Week
____The Same Month ____Other

8) How many of the seventeen monthly VALIANT titles do you buy each month?_____

9) What is your three favorite VALIANT titles in order of preference?
A) _____
B) _____
C) _____

10) Who's your favorite VALIANT character that doesn't have his/her own title right now?
_____

11) In a given month, what else besides comics do you spend money on? (Please check appropriate boxes)
____Video Games ____Toys
____CDs, Albums, Tapes ____Video Rentals
____Trading Cards ____Snack Foods
____Movies (Theater) ____Concerts/Sporting Events
____Fast Food Restaurants ____Non-Comics Related Books & Magazines

12) Do you own any of the following video game hardware? (Please check appropriate boxes)
____Sega ____Game Gear ____Nintendo ____NEC
____SNES ____Lynx ____Gameboy ____Neo Geo

13) On an average, how many video games do you plan to own or buy this year?_____

14) How often do you go to the movies in a given month?_____

15) How many CDs, albums or tapes do you buy in a given month?_____

June 24, 1994. On an airplane bound for the United States, Gilad Akrama, better known to some as the Eternal Warrior, gazes down at the vast desert sands of the Middle East. He contemplates over his greatest failure, and the burden that will forever be his own to bear...

Geoff is gone, and I wasn't there for him. A villain's treachery, and that damnable Chaos Effect took him. I was Geoff's guardian, the Fist and Steel of the Earth; but I was trapped in Europe, overwhelmed by the caterlyzm thousands of miles away. I have seen many Geomancers come and go in my time. Dozens! But Geoff McHenry was just a boy—a pain in the butt, sometimes—but a noble young man nonetheless. It was my job to protect him. It's what I was born over three thousand years ago to do! I heard his call from across all those miles, and I couldn't answer him. I failed Geoff. Now I am lost.

Lying back in my seat, I think about these men and women who've played such powerful roles in my life. Geomancers have been the Eyes and Ears of the Earth for well over 5,000 years. Although their abilities have been many and varied, they have been first and foremost humanity's guide and link to the living planet. These people can hear the Earth's yearnings, and heed its commands. They hold themselves in tune with the delicate fabric of matter, time and space, and they fight to avert or repair the disorder we as a race have wrought. Geomancers can "read" objects and somehow learn where they've been, or who has touched or owned them. When the need arises, they can reach across distances and touch the minds of others with their own. No lock or portal can block a Geomancer, no earthly energy can elude their senses. And, once in a great while, they can thrust their senses into the far past or distant future. Time, as any Geomancer knows, is not absolute.

I feel older this moment than I have in a millennium. It seems an eternity since I encountered the wandering Aborigine on the killing fields of Anatole, thirty-two centuries before the birth of Christ. I was young and brash and angry, but he soothed me with his wise and simple words. Then he took me on a journey across the face of the world, an odyssey from which I would emerge to become the Eternal Warrior. He was a Geomancer, the Earth's chosen, and I placed my faith in him as I have in virtually every Geomancer since. Now I sit here in this airline cabin, hurtling over those very killing fields. The Book of Geomancers stowed close by my side. Though I'm tired—beaten—I've come to my senses, and know what I must do.

In the best of times, after a long and successful life, a Geomancer is guided to his or her successor by the Earth. There can only be one living Geomancer. In the worst of times, it is me who must take the mantle and find someone worthy enough to accept this curse of challenges. Then this successor must be tested, placed in tune with the planet's harmonies and rhythms, and finally made to face a crisis of mind, body and soul. The Book of Geomancers will act as a guide, as it holds the history, lore and all powerful secrets of geomancy. The ax, the staff, the necklace, bandanna and belt—all the other accouterments that should have been passed on to the next Geomancer, were lost when Geoff McHenry succumbed to the Chaos Effect. We will have to start from scratch.

And who will this next Geomancer be? There is no way I can know for certain. But this I will swear: whether man or woman, black, white or Asian, timid or tyrant, I will not fail this person! I'm going to make this new Geomancer look me straight in the eyes—by force, if I must—and hear this vow as if it were the last one the Fist of the Earth, the Eternal Warrior, will ever make.

PUTTING WORDS IN OUR MOUTHS

Words In My Mouth Winner!

Valiant would like to thank everyone who entered this Valiant Voice contest. Every entrant won not a copy of Valiant's newest Gold Book, *Psi-Lords #1 Gold*. The winner, Charles Blake Seidman of Borough, PA, received a signed copy of *Psi-Lords #1 Gold* and a Valiant library—one copy of every Valiant trade paperback!

WE JUST HAD ANOTHER HARD CORPS BREAK-IN!
DID THEY HURT ANYTHING HARD?
WORSE! THEY—
GLUED SPAGHETTI TO HIS FACE!
PREPARE THE BODYBREAKERS FOR A COUNTER-ATTACK!
AND PLEASE PASS ME SOME GRATED CHEESE!

Superstud Production Artist Mike Tuccinard proudly sports an official Valiant softball jersey!

A VIEW FROM WITHIN

Special Sports Edition

In what has become a much anticipated annual event, the second Valiant/Wizard Softball Doubleheader took place this past weekend (June 11th) in beautiful upstate New York. In last year's inaugural meeting, the Valiant crew ran into a surprisingly strong Wizard team, taking solace only in the fact that we made the second game closer.

This year, in order to maximize our athletic potential, we decided to actually hold a practice or two. Considering how incredibly busy our office has been lately making *The Chaos Effect* absolutely perfect, holding a practice was a major accomplishment. When game day finally arrived, the Valiant team, sporting very cool new softball jerseys (thank you, Steve!), hit the field with competitive juices flowing. Wizard showed up again with their same strong team, memories of last year undoubtedly dancing in their heads.

Game One was close all the way, with solid hitting and defense displayed by both teams. Our practices were paying off. Production Artist, Rafael Soler, and *Armorines* penciller, Jim Calafiore, led the way with key hits, driving in four runs. On defense, Santiago Vazquez made some outstanding plays in left field. The Wizard shortstop made a few okay plays, too. Wat his name really Terminator-X? I smell a ringer!

The turning play of the game came in the bottom of the sixth, with the score tied at seven. Wizard was batting with two outs when a ground ball was hit up the middle, just eluding the outstretched gloves of Mike Tuccinard and Kenn Bell. Two runs scored, breaking the tie, and the entire Wizard team breathed a collective sigh of relief. They realized that they had barely averted defeat at the hands of this scrappy Valiant crew, close to seven. Just seeing them sweat was a moral victory for us.

Game Two was much less competitive, as both teams were drained from the excitement of the opener. Overall, the day was a huge success, and a rematch is currently in the works for September.

As coach of the Valiant team, I feel compelled to apologize to Wizard's pitcher/coach, Robin 'Boy Wonder' Ramos, for the taunting chants of, "Robin's got a big butt!" coming out of the Valiant dugout. The guys all say they're sorry, and we all agree that your derriere is actually quite petite.

Darren Sanchez
Production Manager

COMING THIS JULY

☐ **Gesserack #1**

By Maurice Fontenot and Rags Morales
$3.75
Wraparound Chromium Cover
First appearance of the new Gesserack
Featuring the Eternal Warrior
Continued from *Eternal Warrior* #27
Following the terrible loss of Gesserack during *The Chaos Effect*, the Earth must choose a new protector—a new Gesserack. Rags Morales has received great acclaim for his recent work on *Turok, Dinosaur Hunter*. This new book will allow Rags to flex his creative muscles as he launches his into a provocative character.

☐ **Eternal Warrior #27**

By John Ostrander, Ted Halsted, and Mike DeCarlo
$2.25
First issue by John Ostrander, the new regular writer on *Eternal Warrior*. Leads into *Gesserack* #1
John Ostrander takes the reins as the new regular writer. Huge changes are in store as Gilad deals with losing Soul during *The Chaos Effect*. This story continues in *Gesserack* #1, guaranteeing the Eternal Future.

☐ **Chaos Effect—Omega**

By Rob Leyton, Bernard Chang, and Jerry Ordway
Cover by Dan Jurgens and Jerry Ordway
$2.25
Featuring Trapwalker, Archer & Armstrong, Gesserack, Solar, Magnus Robot Fighter, Shadowman and Casanova and Sunfire Corpse.

☐ **Magnus Robot Fighter #1**

By Mike Baron and Paul Smith. Cover by Dave Dorman.
$3.95
Taking place between the original *Magnus Robot Fighter* #1 and #2, this is the previously untold tale of how and why Magnus was conscripted to fight the threat of dangerous renegade robots.

☐ **Unity #3**

$2.95
Featuring *Eternal Warrior* #2, *Archer & Armstrong* #2, *Magnus Robot Fighter* #4, *X-O Manowar* #4, and *Shadowman* #5, which make up chapter VII of *Unity*.

ALSO THIS MONTH:

☐ **#5** — *The Chaos Effect—Unity, Part 2*

☐ **Ninjak #9**

☐ **#30**

☐ **Bloodshot #21**

☐ **Lady Lords #3** — *The Chaos Effect—Epidemic, Part 3*

☐ **Solar #38** — *The Chaos Effect—Epidemic, Part 1*

☐ **#34** — *The Chaos Effect—Unity, Part 1*

☐ **Mirage #12**

☐ **#23** — *The Chaos Effect—Unity, Part 4*

☐ **Rai #26** — *The Chaos Effect—Epidemic, Part 3*

☐ **Turok #17**

☐ **#41** — *The Chaos Effect—Epidemic, Part 4*

☐ **#14**

☐ **XO Manowar #33** — *The Chaos Effect—Unity, Part 3*

COURTESY OF:

NEXT ISSUE:

The results of *The Chaos Effect* will have the Valiant Universe reeling. Join us as we celebrate our victories, and mourn our losses. Readers include a look at the new Gesserack, as well as more back at the past. Chaos here at *Magnus Robot Fighter*.

See you in forty days...